

Listing of Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1-48. (Canceled)

49. (Currently amended) A gaming apparatus system, comprising:

a first gaming organization computer located at a facility of a first gaming organization;

a network;

a second gaming organization computer located at a facility of a second gaming organization;

a gaming apparatus including:

a display unit;

a value input device;

a controller operatively coupled to [[said]] the display unit and [[said]] the value input device, [[said]] the controller comprising a processor and a memory operatively coupled to [[said]] the processor and having first encrypted gaming data stored in the memory and second encrypted gaming data stored in the memory, [[said]] the first encrypted gaming data having been generated by encrypting gaming data utilizing with an encryption key of [[a]] the first gaming organization, and [[said]] the second encrypted gaming data having been generated by encrypting the gaming data utilizing with an encryption key of [[a]] the second gaming organization ~~different than the first gaming organization,~~ having the second gaming organization computer connected via the network with the first gaming organization computer of the first gaming organization;

[[said]] the controller being programmed to retrieve [[said]] the first encrypted gaming data from the memory;

[[said]] the controller being programmed to decrypt [[said]] the first encrypted gaming data utilizing with an encryption key of [[said]] the first gaming organization to form first decrypted gaming data;

[[said]] the controller being programmed to retrieve [[said]] the second encrypted gaming data from the memory;

[[said]] the controller being programmed to decrypt [[said]] the second encrypted gaming data utilizing with an encryption key of [[said]] the second gaming organization to form second decrypted gaming data;

[[said]] the controller being programmed to determine whether [[said]] the first decrypted gaming data decrypted by using the encryption key of [[said]] the first gaming organization is identical to [[said]] the second decrypted gaming data decrypted by using the encryption key of [[said]] the second gaming organization; and

[[said]] the controller being programmed to enable a game play operation on the gaming apparatus upon determining that [[said]] the first decrypted gaming data is identical to [[said]] the second decrypted gaming data.

50. (Currently amended) A gaming ~~apparatus~~ system as defined in claim 49 wherein [[said]] the controller is programmed to cause [[said]] the display unit to generate a game display representing poker, blackjack, slots, keno, or bingo.

51. (Currently amended) A gaming ~~apparatus~~ system as defined in claim 49 wherein ~~said first~~ the gaming data comprises substantially all gaming data necessary to facilitate play of a casino game.

52. (Currently amended) A gaming ~~apparatus~~ system as defined in claim 49 wherein [[said]] the display unit comprises a video display unit that is capable of generating video images.

53. (Currently amended) A gaming ~~apparatus~~ system as defined in claim 49, wherein the first gaming organization comprises a gaming data authoring organization and the second gaming organization comprises a gaming regulatory organization.

54. (Currently amended) A method of operating a gaming ~~apparatus~~ system, said method comprising:

retrieving from a memory first encrypted gaming data generated by encrypting gaming data relating to a casino game ~~utilizing with~~ an encryption key of a first gaming organization having a first gaming organization computer;

decrypting [[said]] the first encrypted gaming data with an encryption key of [[said]] the first gaming organization to form first decrypted gaming data;

retrieving from the memory second encrypted gaming data, the second encrypted gaming data generated by encrypting gaming data relating to a casino game with an encryption key of a second gaming organization ~~different than the first gaming organization~~;

having a second gaming organization computer connected via a network with the first gaming organization computer of the first gaming organization;

decrypting ~~[[said]]~~ the second encrypted gaming data ~~utilizing with an encryption key, stored within a controller, of [[said]] the second gaming organization to form second decrypted gaming data, wherein the encryption key is stored within a controller;~~

determining whether ~~[[said]]~~ the first decrypted gaming data decrypted by using the encryption key of ~~[[said]]~~ the first gaming organization is identical to ~~[[said]]~~ the second decrypted gaming data decrypted by using the encryption key of ~~[[said]]~~ the second gaming organization; and

enabling a game play operation on the gaming apparatus upon determining that ~~[[said]]~~ the first decrypted gaming data is identical to ~~[[said]]~~ the second decrypted gaming data,

wherein the game play operation includes:

receiving value from a player via a value device;

accepting an input from the player via an input device;

generating, via a processor of the controller, an output of the casino game based on the input;

displaying the output on a display unit upon receiving the value.

55. (Previously Presented) A method as defined in claim 54 additionally comprising generating a game display representing poker, blackjack, slots, keno, or bingo on the gaming apparatus.

56. (Currently amended) A method as defined in claim 54 comprising retrieving from the memory the gaming data that comprises substantially all gaming data necessary to facilitate play of a casino game.

57. (Previously Presented) A method as defined in claim 54, wherein the first gaming organization comprises a gaming data authoring organization and the second gaming organization comprises a gaming regulatory organization.

58. (Currently amended) A gaming ~~apparatus~~ system as defined in claim 49, wherein the first encryption key, of the first gaming organization, used to encrypt the gaming data is

different than the ~~second~~ encryption key, of the second gaming organization, used to encrypt the gaming data.